

A2 10. The game of claim 1, wherein input received from a user comprises input relating to control of the representation of the toy figure during game play.

A3 15. The game of claim 1, wherein at least one of the game systems comprises a software game.

20. The game of claim 1, further comprising one or more other game systems, each of the other game systems configured to communicate with the toy figure and download the stored information relating to the toy figure.

A4 21. The game of claim 1, wherein received user input comprises an indication of an action that the representation of the toy figure takes during a game.

25. The game of claim 1, wherein at least one of the game systems comprises a processor and a display that displays, under control of the processor, a visual representation of a toy figure coupled to the game system, the visual representation being based on the information downloaded from the toy figure.

A5 26. The game of claim 1, wherein at least one of the game systems comprises a processor and a speaker that emits, under control of the processor, an audio representation of a toy figure coupled to the game system, the audio representation being based on the information downloaded from the toy figure.

A6 28. The game of claim 1, wherein the toy figure comprises a three-dimensional character and the representation of the toy figure is a representation of the character.

A7 34. A game comprising:
a toy that includes memory for storing information relating to the toy and a code that uniquely identifies the toy; and

A7 a game system configured to communicate with the toy, download the stored information relating to the toy, receive input from a user relating to a representation of the toy, present the representation of the toy when the game system communicates with the toy based on the stored information relating to the toy, receive the identification code, perform a play pattern procedure including controlling the representation of the toy when the game system communicates with the toy based on the received user input, the identification code and the downloaded information, and alter the stored information based on the received user input, the identification code and the downloaded information.

35. The game of claim 34, further comprising another game system configured to communicate with the toy, download the stored information relating to the toy, receive input from a user, receive the identification code, and alter the stored information based on the received input and code and the downloaded information.

36. The game of claim 35, wherein the other game system provides a play pattern the same as the play pattern provided by the game system.

37. The game of claim 34, wherein the code is stored in the toy's memory.

Please add new claims 38-40 as follows:

38. The game of claim 34, wherein the game system presents the representation of the toy by displaying a visual representation of the toy.

39. The game of claim 34, wherein the game system presents the representation of the toy by emitting an audio representation of the toy.

A8 40. The game of claim 1, wherein the toy figure comprises a three-dimensional vehicle and the representation of the toy figure comprises a representation of the vehicle.
